REQUIEM: AVENGING ANGEL

Manual Conventions

Mouse Conventions

Although most of you are familiar with these concepts, we still think it's useful to reiterate the basic concepts of mouse use. When we say "click," it means press and release the button on the left side of your mouse. When we say "right-click," it means press and release the right button. "Hold" means press the left mouse button and hold it down. "Right-hold" means to press the right mouse button and hold it down. Finally, "double-click" means to press and release the left mouse button twice in rapid succession.

In addition, the left mouse button is abbreviated as "**LMB**", and the right mouse button is abbreviated as "**RMB**".

Keyboard Conventions

Whenever we detail a keyboard shortcut, the key name will appear in bold capital letters, like this: **KEY**. For example, a keyboard shortcut for the key labeled F1 will appear as **F1**; don't confuse that with pressing your **F** and **1** keys simultaneously. A simultaneous key press is denoted by a "+" symbol, such as **F+1**.

Likewise, we differentiate between the zero key (**O**) on the top row of your keyboard and the 0 (**NUM 0**) on the numeric keypad.

The directional arrows just to the right of the main keypad, which differ from the numeric keypad arrows, are denoted as follows:

L ARROW for Left Arrow
R ARROW for Right Arrow
U ARROW for Up Arrow
D ARROW for Down Arrow

Getting Started

System Requirements

Computer System: IBM PC and 100% compatibles
Operating System: Windows® 95/98
CPU type: Pentium® 166 (P200 recommended)
Memory: 32MB RAM
CD-ROM Drive: 4X speed
Free Hard Disk Space: 116MB (275MB recommended)
Sound Card: All major DirectX® compatible sound cards
Video Card: 2MB SVGA DirectX compatible (3Dfx or Direct3D compatible accelerators recommended; 4MB or greater required for Direct3D)
Peripherals: Microsoft-compatible 2-button mouse

Multiplayer Connection Requirements

Network Play: LAN supporting the IPX protocol
Internet play: 28.8K connection to an Internet Service Provider supporting TCP/IP protocol (56.6K connection recommended)
Modem play: 28.8K modem or faster
Serial play: Serial (NULL modem) cable and free serial port

Installing Requiem: Avenging Angel™

Insert the Requiem: Avenging Angel CD into the CD-ROM drive. The auto-run program will automatically appear. Left-click on Install on the Installation screen. If the auto-run screen does not appear, left-click on "Run…" from the Start menu and type "D:\SETUP.EXE" (where D: represents your CD-ROM drive letter). Or, double click on the the "My Computer" icon, then double-click on the CD-ROM icon, "Requiem (D:)", (where D: represents your CD-ROM drive letter) and then click on "Setup". Follow the installation instructions.

Note that you need Microsoft DirectX 6.0 or better to run Requiem: Avenging Angel. If you don't have DirectX, a version is included on the Requiem CD and can be installed to your hard disk as part of the game installation.

Selecting 3D Graphics Hardware: During installation, you may have selected the "Custom" install and have more than one version of the Requiem 3D engine. The three versions are called "3Dfx", "Direct3D", and "Software". To switch between the three versions, insert the Requiem: Avenging Angel CD into the CD-ROM drive and click on the "Select Hardware" button. Or, click on the Windows "Start" button, click on "Programs", click on "3DO", click on "Requiem", and click on "Configure Requiem".

Chaos & Creation

The Lord looked upon what he had wrought, and saw that his creation was good. And yet…

And yet, the host of Heaven saw that the Lord was dissatisfied. This grand experiment housed not all He would have wished. The angels looked down, and saw that His experiment was fraught with greed, corruption, and stupidity. The "noble beast" with which the Lord had populated this planet was caught in a degrading spiral of covetousness; ever wanting that which their creator would not—indeed, could not—grace them.

And so, the host of Heaven began to plot. This dissatisfaction that the angels sensed within the Lord split them into factions. While some would look to the wisdom of the Lord for guidance and reassurance, others would presume to interpret his desires…

The time, reckoned in human years, is midway through the 21st century. Humankind stands poised on the brink of intergalactic exploration and travel. An interstellar ship, Leviathan, nears completion. With its launch, humanity will spread itself among the stars, and the heavens themselves will be within the grasp of this "misguided" race.

Without the Lord's consent, certain angels among the host have taken it upon themselves to bring about the end of human life. In the process of executing this goal they have become dark, sadistic and power-mad. They have become the Fallen.

Not long ago, the Fallen, led by a desperate angel named Lilith, descended to Creation through the netherworld of Chaos, and cloaked themselves in human form. Though they are not almighty, they still possess heavenly powers. They have used these powers to take over the will of an entire government and its army of soldiers. These possessed leaders and their armies do the Fallen's bidding, without any awareness that they've been overtaken.

The Fallen ready themselves for the end of the world.

Armageddon lies close at hand.

But the Fallen are not without opposition. You are Malachi, one of the Lord's chosen. You must travel to Earth to stop the Fallen from succeeding in their destructive quest. If you cannot stop what the Fallen are attempting, the Lord will have no choice but to instigate Armageddon Himself, thus fulfilling the plan of the Fallen. You must not allow that to happen.

The path from Heaven to Earth is treacherous, however; you must travel through the realm of Chaos before arriving upon Earth. This passage is one of the most difficult for any angel to make, for you will arrive in Chaos stripped of most of your angelic powers. You must build your reserves for the battle ahead, for only you can offer hope for creation…

The Menu System

The Main Menu

Single Player – Takes you to the Single Player menu, where you can start playing solo.

Multiplayer – Takes you to the Multiplayer Menu to begin a multiplayer game.

Options – Takes you to the Options menu, where you can adjust how the game plays, looks, and sounds. The Options Menu is described below.

Credits – Meet the makers.

Quit – Abandon hope, all ye who exit here.

The Single Player Menu

If you do not wish to play a single player game, you may press **ESC** to return to the Main Menu from this screen.

Load Game – Takes you to the Load Game menu.

New Game – Begins a new game.

Difficulty – This is the pull-down menu in the lower left corner. Set it to Heaven (Easy), Purgatory (Normal), or Hell (Hard).

The Load Game Menu

Main Menu – Takes you back to the Main Menu.

Pray – Click on a saved game name and click Pray to load it. Note that the difficulty level is saved with the game.

Delete – Click on a saved game name and click Delete to remove it from the list (this also deletes the saved game files from your hard drive).

The Multiplayer Menu

Start Game – Takes you to the Multiplayer Host Menu.

Join Game – Takes you to the Multiplayer Join Menu.

Player Attributes – Lets you name your player and choose the way your avatar looks in a multiplayer game.

Exit – Returns you to the Main Menu.

The Multiplayer Host Menu

Connection Type – Choose your connection type from LAN (IPX), Internet (TCP/IP), Modem, or Serial Cable. If you choose internet play, you will need to supply your guests with your IP address.

To find out your IP address:
1) From your Windows desktop, click the Start button.
2) Select "Run…"
3) Type "winipcfg" (without the quotation marks) in the text box.
4) Click "OK".

Connection Bandwidth – Choose the speed of your connection.

Game Title – Name your game, so that your guests may select your game and join you.

Game Configurations – Choose from among the default modes of play. All game types are DeathMatch style, but you can configure such items as Team play, Timed Play, etc. You can also create your own game styles, using the Multiplayer Configuration Menu, and add them to this menu. click on the name of the game style you wish to use.

Edit Configuration… – Takes you to the multiplayer configuration Menu.

OK – Starts a multiplayer game using the chosen configuration.

Exit – Returns you to the Main Menu.

The Multiplayer Join Menu

Connection Type – Choose your connection type from LAN (IPX), Internet (TCP/IP), Modem, or Serial Cable. If you wish to play via Internet connection, you must know your host's IP address. A window will pop up asking you for it.

Player Name – Click on the default name to edit it; input what you would like to be known as within the game.

OK – Tells Requiem: Avenging Angel to search for currently hosted games using the connection type you specified. A menu will pop up showing a list of games you can join; select one and click "OK".

Exit – Returns you to the Main Menu.

The Multiplayer Configuration Menu

Game Type – Using the pull-down menu, choose either DeathMatch or Team DeathMatch play. More game types may be added in the future, so keep your eye on the official Requiem: Avenging Angel website (**http://www.requiempc.com**).

Levels – Choose the levels that you will play on using the pull-down menu. Clicking the "Add" button adds that level to the Map Loop scrollbox.

Map Loop – This scrollbox lists the levels currently selected for play. To remove a level from this list, click the boxed 'X' next to the scroll bar. Here is an example of the way a map loop works:

Let's say you're hosting a game. You would select the levels you want to play in by adding them to the Map Loop, then start the game. When either the Score Limit or Time Limit is reached, the game ends and a new game will begin using the next map in the list. If you select only one level for your map loop, that level will be reloaded for the next game. If you select multiple levels for your map loop, each level will be loaded in turn.

Score Limit – If you wish to have the game limited by score, click the checkbox next to this item. Click on the number listed to change the number of kills you must achieve to win the game. If you want an unlimited number of kills, clear the checkbox.

Time Limit – This function operates in the same manner as the Score Limit. Click the checkbox for a timed game, or clear it for an open-ended game. Time is in minutes : seconds.

Max # Players – Click on the number to change this figure. Requiem allows from 2 to 8 players to participate in a multiplayer game.

Max # Teams – Requiem automatically updates this item, depending on whether you choose Deathmatch or Team Deathmatch play. The game allows only 2 teams: Fallen vs. Chosen.

Game Play Options… – Click on this to change the following multiplayer game options:
    Disable Falling Damage – No damage is inflicted if players fall from exceptional heights
    Disable Friendly Fire – Teammates cannot damage each other
    Weapons Remain - Weapons remain after pickup, but, once a player has the
        weapon and initial ammo, running over it again gives no additional ammo

Weapons… – Click this button to change the weapon each player starts with, as well as whether certain weapons will be allowed within the game. Click OK to accept your changes, or exit to refuse them.

Angelic Powers… – Click this button to change the angelic powers each player starts with. There are three default configurations: Generic (all powers), Chosen or Fallen (only certain spells selected). You can also turn on or off any individual angelic power by checking or clearing the checkbox next to it. Click OK to accept your changes, or exit to refuse them.

Save As… – Click on the name next to "Save As…", then name your configuration file (if you've made changes you wish to keep). Now click on "Save As…", and The name will be added to the Game Configurations scrollbox of the Multiplayer Host Menu. If you do not input a new name, the game will ask you if you wish to overwrite the currently selected name. **Note: you must save your changes in order to play a game with those options you've selected.**

OK – This is a quick alternative to the "Save As…" button. Requiem asks you if you wish to overwrite the currently selected game configuration. If so, Requiem accepts your changes and returns you to the Multiplayer Host Menu.

Exit – returns you to the Main Menu, canceling any changes.

The Options Menu

Load Config – Loads a previously saved config setup.

Save Config – Saves the current config setup. You will be prompted to type in a name for the config file. If you don't save your config settings, subsequent alterations to the configuration will overwrite any changes you may have made. It is always wise to save any changes you make.
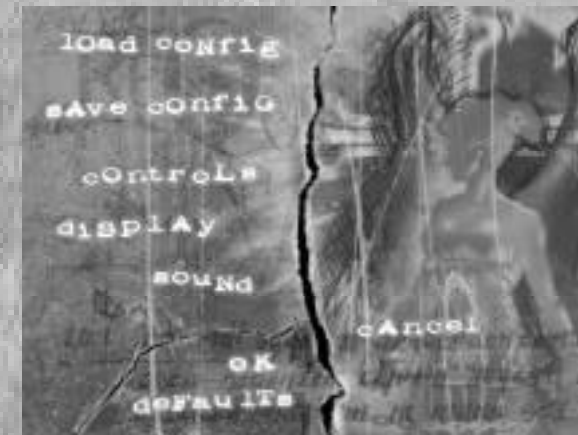
Controls – Takes you to the Controls Menu, where you can change the default keyboard and mouse controls.

Display – Takes you to the Display Menu, which allows you to adjust the way the game looks on your screen.

Sound – Lets you adjust the volume for sound effects, dialog, and music.

OK – Accepts your changes.

Defaults – Reloads the default settings for the game.

Cancel – Returns you to the Main Menu. Any changes made to the config files will be reset to their prior settings.

The Controls Menu

Keyboard Settings – This is the scrollbox in the upper left portion of the screen. Click on the control you wish to change, then select what key or mouse button it should be mapped to. If the key or mouse button is already in use by another function, the game will ask if you wish to remap the function. Click "yes" to change the control. To remove a mapped key from a function, highlight the function and press the key to be removed. Use the scrollbar to see more of the list.

Mouse Z Control – If your mouse has a finger wheel, this wheel can be remapped to perform a number of different functions. Select the function you would like from the pull-down list.

Always Run – Select whether you would like for Malachi to always run. If so, holding down the Run/Walk Modifier key in the game will cause him to slow to a walk. If not, holding down the Run/Walk Modifier key in the game will cause him to run.

Mouse Free Look – This checkbox lets you assign weapon aiming and steering to your mouse movement.

Invert Mouse – Checking this box will invert the Y-axis control on your mouse. In other words, moving your mouse up (away from you) causes Malachi to look down, and vice versa.

Mouse Sensitivity – This slider allows you to change how sensitive your mouse is to movement within the game. Move it left for less sensitivity, or right for more sensitivity.

OK – Accepts your changes.

Defaults – Reloads the default settings for the game.

Cancel – Returns you to the Options Menu. Any changes made to the config files will be discarded.

The Display Menu

Resolution – Use the pulldown menu to change the display resolution of the game. Requiem: Avenging Angel can be played in a number of different resolutions, depending on your hardware setup. If you find that Requiem runs too slowly on your machine, try switching to a lower resolution.

H/W Support – This pulldown menu only appears if you have a video device which supports Direct3D. It allows you to select what Direct3D card you want to run on, if you have more than one card installed in your system. "Display" is always your primary Windows video card (provided it is Direct3D compatible).

Brightness – Use this slider to adjust the brightness with which Requiem: Avenging Angel is displayed on your monitor.

Hide Weapon – Check this option to force Requiem: Avenging Angel not to draw the weapon display in this lower portion of the HUD. This may increase performance slightly.

Show Crosshairs – Check this option to display crosshairs for targeting enemies. This option does not affect game performance.

Show Shadows – Check this option for enemies to have shadows. This option can only be used if your machine has a supported hardware-accelerated video card. Check the game packaging to find out what cards are supported. Clearing this box will result in a slight performance increase.

Show Dialog Text – Check this option to have Requiem: Avenging Angel display dialog text onscreen.

Enable Special FX – Check this option if you wish for Requiem: Avenging Angel to display additional special effects, such as smoke trails and lighting effects. Clearing this option will result in a slight increase in game performance.

OK – Accepts your changes.

Defaults – Reloads the default settings for the game.

Cancel – Returns you to the Options menu. Any changes made to the config files will be discarded.

The In-Game (Pause) Menu

Press the **ESC** key while playing Requiem to Pause your game and bring up this menu.

Save Game – Takes you to the Save Game Menu, which is similar to the Load Game Menu described on page 9. The only difference is that, when you click on Pray, your game is saved and you are returned to the In-Game Menu.

Load Game – Takes you to the Load Game Menu, described on page 9.

Options – Takes you to the Options Menu, described on page 13.

Quit – Exits the current game and returns you to the Main Menu.

Resume – Continues your game from where you pressed the **ESC** key.

Default Controls

Movement

Forward	E
Backward	D
Move left	S
Move Right	F
Turn	Mouse
Look Up/down	Mouse
Jump	**Spacebar**
Crouch	C
Run/Walk modifier	**L-SHIFT**
Fire	**LMB**
Use bound Power	**RMB**
Talk / Use	**tab**
Use Defensive Power	V
Use Maneuvering Power	Z
Use Interactive Power	X
Review Mission Objective	F1

Selection

Divine Power / Weapon

Select Menu	A
Next Weapon	W
Previous Weapon	Q
Next Offensive Power	T
Previous Offensive Power	R
Next Defensive Power	**INS**
Previous Defensive Power	**DEL**
Next Maneuvering Power	**HOME**
Previous Maneuvering Power	**END**
Next Interactive Power	**PAGE UP**
Previous Interactive Power	**PAGE DOWN**
Next Inventory Item	]
Previous Inventory Item	[
Direct-Select Weapon	1-7
Direct-Select Hand (Offensive Power)	**G or 0**

Miscellaneous

Pause (single player only)	**ESC**
Chat (Multiplayer Only)	**ENTER**
Increase Screen Size	**NUM +**
Decrease Screen Size	**NUM -**
Quick Save	F5
Quick Load	F6
Take Screenshot	F10

Game Interface

Selection Area

Divine Power / Weapon Select Menu

Message Text

MedLab Pass

Divine Essence

Offensive Power or Weapon

Defensive Power

Maneuvering Power

Inventory Item

Interactive Power

Health

Armor Strength

200
6
100
0

Note that you will never see both the Selection area and the Divine Power / Weapon Select Menu onscreen at the same time. The screenshot above is for instructional purposes only.

Game Play

Interface (refer to picture on facing page)

Selection Area	This area is ordinarily empty; it is used only when you are selecting a divine power or weapon by cycling through them. The **middle** icon is the currently selected weapon or power.
Divine Power / Weapon Select Menu	This menu shows all of your currently available divine powers and weapons. Press **A** to access the menu, then click on an icon to select it. The top row represents Offensive Powers; the second row, Defensive Powers; the third row, Maneuvering Powers; the fourth row, Interactive Powers; and the bottom row, available weapons.
Message text	This area displays informational messages during the game.
Divine Essence	This is the amount of divine essence Malachi currently has available. If depleted, it will replenish itself over time.
Offensive Power or Weapon	Shows an icon for your currently selected divine power or secular weapon. The number next to this represents: for weapons, the amount of ammo remaining; for divine powers, the amount of divine essence required to use the currently selected power.
Defensive Power	This shows the currently selected Defensive Power.
Maneuvering Power	This shows the currently selected Maneuvering Power.
Interactive Power	This shows the currently selected Interactive Power.
Inventory	This shows the currently selected inventory item.
Armor Strength	Next to the Armor icon is a number representing Malachi's current armor strength.
Health	This shows Malachi's current health.

Divine Powers

As one of the heavenly host, Malachi has certain powers which the Lord bestowed upon him. These divine powers assist Malachi in doing the Lord's work, but most of them will be stripped from him as he attempts to enter the plane of Creation. During the course of his travels, Malachi will be able to call upon more and more of these angelic powers as they are regained.

Note that offensive powers can only be bound to the left mouse button, while all other powers must be bound to the right mouse button.

Offensive Powers

Exorcist
"They were knocked down, tumbling, or even thrown straight into walls! The wounds were rarely fatal, but the attackers were delayed, and not unhurt."
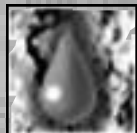
Pentecost
"A mighty blast of force did issue… Deadly from his sinewy tissue."
Note: in single player mode, the damage inflicted by Pentecost can be increased by holding the **l mb** for a few seconds, then releasing.

Brimstone
"On the wicked he will rain coals of fire and brimstone, and an horrible tempest; a scorching wind shall be the portion of their cup."
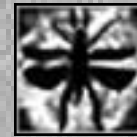
Bloodboil
"His blood did boil in his veins, and he cursed the name of the Lord, and died."
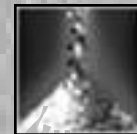
Lightning
"And he sent out arrows, and scattered them; lightning, and discomfited them."
Note: in single player mode, the damage inflicted by Lightning can be increased by holding the **l mb** for a few seconds, then releasing.
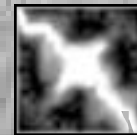
Locusts
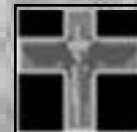"A plague of Locusts descended upon them, and they wept."

To Salt
"But Lot's wife looked back from behind him, and she became a pillar of salt."

Apocalypse
"And all who watched were sent back as dust. Such is the power of the Lord."

Defensive Powers

Heal
"I will put none of these diseases upon thee...for I am the Lord that healeth thee."

Deflect
"Behold! The arrows of the Philistines harm him not!"

Holy Light
"The light of the Lord is upon you, yet do thieves skulk in the shadows."

Banish
"The demons were cast into the abyss, never to see creation again; the angels then rejoiced in Heaven."

Shockwave
"They fell to the ground and could not arise. Such is the power of the Lord"

Maneuvering Powers

Haste
"Thou shalt be of the winds; north, south, east and west shall be known unto thee."

Flight
"And he rode upon a cherub, and did fly: and he was seen upon the wings of the wind."

Warp Time
"And the Lord said, I will certainly return unto thee according to the time of life."
Note: in single player games, this ability slows all creatures and objects; in multiplayer, it speeds up your attack by 200%.

Interactive Powers

Heal Other
"And Moses cried unto the Lord, saying, Heal her now, O God, I beseech thee."

Insist
"And the truth of the Lord did come upon him all at once, and he fought on the side of the Lord."
Note: this ability is not available in multiplayer games.

Resurrect
"I am the God of Abraham, and the God of Isaac, and the God of Jacob. God is not the God of the dead, but of the living."
Note: this ability is not available in multiplayer games.

Possess
"The angel lies within thee, and ye shall know the power of the Lord."
Note: this ability is not available in multiplayer games.

Secular Weapons

Although secular weapons are generally regarded as one of the poorest ideas that man was ever able to establish on his own, even the angels agree that they are not inherently evil. In fact, some good can come from them, and Malachi must take up arms upon his entrance to the plane of Creation. He emerges too weakened from his travel from Heaven to immediately exercise many of his divine powers; the secular weapons are his only means of fending off the dark horde of the Fallen while his powers return. They also offer protection when Malachi's divine essence is low.

"Hakael" Handgun

Similar in look and feel to a present-day 9mm pistol, this handgun has a user interface that is so simple, even a child could use it. Many do. It packs only a small amount of punch, but is useful for those "light" days, when a heavier gun just feels like "too much."

"Azazel" Assault Rifle

The Azazel gets its name from its ability to deliver rounds with demonic speed. Although the individual rounds do only light damage, a sustained stream of fire will decimate most enemies within seconds.

"Trinity" Combat Shotgun

This triple-barrel shotgun contains enough punch to rip through light armor with ease. 67.8% of all common street thugs agree that its slow reload rate is a serious design flaw, even in light of the fact that 44.3% of all statistics are made up on the spot.

(MORE)

"Beelzebomb" Grenade Launcher

Though difficult to aim, the Beelzebomb can inflict massive radial damage. Grenades explode on contact with an enemy, or within three seconds of exiting the gun's barrel. This is the weapon of choice for those difficult "indirect" shots. The reload rate is fairly fast, given the size of the ammunition.

"Murmur" Missile Launcher

This behemoth fires line-of-sight projectiles which explode, causing blast damage to anyone standing nearby. Production of it was ceased following a number of accidents that resulted in the deaths of both its targets and its careless users. Though it fires at a slow rate, the damage it can inflict is impressive.

"Senciner" Sniper Rifle

Capable of long-range fire and sighting, this rifle allows you to take out enemies long before you get within their visual range. If you hold down the fire button, the sight pops up, allowing precision aiming; when you release it, the gun will fire. The damage potential of the Senciner is extreme, and its sleek design has made it a favorite among sportsmen and assassins alike.

"Revelations" Railgun

Firing small steel flechettes, the railgun accelerates each round to a velocity well in excess of 17,000 miles per second. Because of this tremendous muzzle velocity (which would cause the bullet to escape Earth's gravitational hold), most enemies simply explode when hit. When the technology was first developed, the planetary government used it to annihilate malfunctioning spacecraft.

Ammunition

Each secular weapon requires ammunition to function. Be on the lookout for replenishing supplies as Malachi travels through the world.
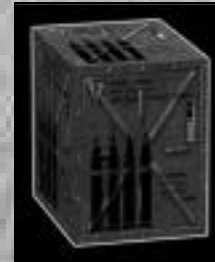
Bullets
Your everyday common ammunition, bullets are used for the Hakael Handgun and the Assault Rifle.

Shells
The Combat Shotgun uses this ammunition. Be aware that the shotgun fires three shells with each blast.

Rockets
These explosive charges are used in both the Grenade Launcher and the Missile Launcher. The Grenade Launcher has no fuse pin, so the rockets are not propelled by their internal fuel source. Instead, the fuel adds to the impact of the explosion.

Slugs
Used in the Sniper Rifle, slugs contain a special propellant mixture that causes the bullet head to exit the shell casing at an extremely high velocity.

Energy Cells
These small chemical fusion packs are needed to deploy the Railgun in battle. Each cell provides only enough power for a single railgun shots.

Power-Ups

Malachi is able to make use of several categories of power-ups throughout his adventures in the mundane world. All power-ups are used immediately when Malachi picks them up; if Malachi has no need for the benefits of a particular power-up, he will not pick it up.

Food
Not only does this satisfy his cravings, Malachi also gains 10 points of health with each meal consumed.

Medkit
The slightly larger Medkit will restore up to 40 units of Malachi's health.

Essence Boost
This power-up restores 100 points of Malachi's essence. This item is available in Multiplayer only.

Armor
There are two types of Armor that Malachi can use. The first, Armor of Blood, was derived from an offshoot of the Leviathan project. This red-hued Armor increases Malachi's Armor rating by 100 units. The second type of armor, Armor of Power, is a mechanized suit that is capable of detecting incoming projectiles and reinforcing itself to protect targeted areas. This gold-hued Armor strengthens Malachi's Armor rating by 200 units.

Enemies

The forces of the Fallen take many forms. From demons to humans to robots, all are fearsome foes, and are best tackled with friends beside you. Unfortunately, you don't have that option; you will have to fend them off on your own.

The Fallen and their Minions

Lilith
The Leader of the Fallen, Lilith will taunt, tempt, and summon demons against Malachi. Gaining strength by draining the essence from Tortured Souls mired in Chaotic ooze, she has the power to bring Malachi into Chaos against his will.

Geryon
As one of the Guardians of Hell, this demon's function in lore was to transport visitors in Hell. This giant beast swipes with all four of his arms, and Malachi is advised to keep his distance as best he can.

Tryxinos
One of Lilith's most prized lieutenants, Tryxinos' lumbering gait belies his agility and ferocity. Lilith will summon him when she feels Malachi has gone far enough. Tryxinos shoots fireballs from his mouth and shakes up the ground with shockwaves.

Xaphan (a.k.a. Demon Rat)

Xaphan was the angel sent by the Lord to look after Adam and Eve in the Garden of Eden; when Lucifer attempted to rebel against Heaven, it was Xaphan who suggested that Heaven should be set ablaze. Upon Lucifer's fall from grace, the Lord rent Xaphan asunder, splitting him into many smaller, less powerful creatures. These blind demons are now scavengers of Chaos and Hell, and can only sense your presence by smell.

Pitkis (a.k.a. Demon Fish)

The Pitkis, created by Lucifer to torment the souls of the violent within the river Phlegethon, were only familiar with swimming through blood - until now.

Flying Kynthra

The insects of the other realms, the Kynthra attack with their claws up close but can also shoot stingers out of their tails.

Zaebos

Minor demons, the Zaebos serve as lieutenants to Belial within the seventh level of Hell. Armored with a reptilian shell, the Zaebos leap great distances and slash with their scythe-like claws.

Xamul (a.k.a. Demon Dog)

Found in the depths of Chaos and demon-dwelling areas of New Damascus, these rabid canines inflict deadly bites with their razor-sharp teeth.

Soldiers, Under the Control of The Fallen

Light Soldier

Armed with assault rifles, pistols and grenades, these soldiers are found on the streets of New Damascus, where they are able to harass and shoot civilians with impunity. Their main functions are to patrol the streets, enforcing curfew, and round up the bodies of those who defy the curfew. In many areas, though, they won't attack unless provoked.

Police / Prison Guard

Found in the prison, these guards ruthlessly torture rebels and innocents alike. They react to any breach in security with prejudicial force. Their black and silver uniforms were specifically designed to subliminally provoke fear in their victims.

Leviathan Security

As the security force on the Leviathan, these elite troops are dressed in the blue and gold livery of the world government force. They patrol the colony ship with heavy weapons and a sharp eye for trouble, and are assisted by the cyborgs known as Mandroids.

Medium Armored Soldier

Covered in body armor with a drop-visor helmet, the Medium Soldier can take quite a beating. Equipped with a variety of weapons, this type of soldier can dish out a punishment worthy of the third level of Hell.

Heavy Armored Soldier

This soldier wears something similar to a Power Suit and is practically immune to bullets. The arsenal of weapons contained in the arms of his suit is surprisingly large, and often lethal. Heavy Armored Soldiers have been known to quell sector riots by their mere appearance.

Mechs

Mandroid

A heavy, lumbering cyborg, the Mandroid was originally designed to perform ore extraction work on distant colony worlds for the travellers aboard Leviathan. Its chaingun was intended for keeping native fauna at bay within the mining tunnels, while its pick was more suited to the intensive demand of extracting ore from rock.

Cyberfiend

Designed for the intricacies of ore extraction, Cyberfiends are adroit, agile cyborgs. They are deadly, even without projectiles.

Peacemaker

Quicker than the Mandroid, but slower than the Cyberfiend, the Peacemaker can shoot lasers out of its head and swing its spiked tail for more intimate attacks. The Peacemaker was cobbled together by the Fallen from spare parts. They are a completely malevolent design.

Advanced Mandroid

Once manned with a pilot, the Advanced Mandroid now attacks mindlessly but with an intensified purpose. The Advanced Mandroids, with their twin chainguns and heavy lifting capacity, were to be used by the Leviathan colonists for base security and construction.

Multiplayer Gaming on Internet Gaming Services

What is mplayer.com?

Mplayer.com is the #1 multiplayer game service on the Internet. Playing Requiem on mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time--like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice--chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for mplayer.com, you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

Pricing

Mplayer.com is FREE--there are no charges or monthly fees to play Requiem: Avenging Angel on mplayer.com.

So how do I get started?

Installing mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multiplayer gaming!

1. There are several ways to install mplayer.com from Requiem:

    From the game CD-ROM Autorun Menu:
     - select the "more" option, then select "Play on mplayer.com"
    From the Windows 95 Start Menu
     - select this game and the option to Play on mplayer.com
    From the Program folder
     - click on the icon to Play on mplayer.com

2. This will start the mplayer.com installer which will check for a previous installation of mplayer.com. If you don't have it, we'll install everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up an mplayer.com account and select your mplayer.com member name and password.

3. After installing mplayer.com, your Web browser will launch and connect you to the mplayer.com game page:
    Make sure your game CD-ROM is in the disk drive.
    Now click on "Play Now" to log onto mplayer.com and head to the Lobby of Requiem.
    Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on mplayer.com.

4. Now you are in Requiem's Lobby on mplayer.com.
    Chat with other players by typing your message and pressing Enter.
    To enter a Game Room, double-click on a green Room icon.
    If you want to create a new Game Room, click on the Create Room button.

5. Almost there!
    If you enter an existing Game Room, Click on the "Ready to Play?" button, or,
    If you create a Room, wait for players, then click on the "Launch Game" button.

6. Have fun playing on mplayer.com!

Mplayer.com Customer Support

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing mplayer.com, contact a Technical Support representative by emailing **support@mplayer.com**.
For more information about mplayer.com visit our Web site at **www.mplayer.com**.

Technical Info

You need the following PC configuration to install our software and play games on mplayer.com:

System Requirements:
    Windows 95
    Pentium processor
    32 MB RAM
    28.8 KBPS or faster modem
    Internet access*
    Internet Explorer 3.02 or better

*AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST gameplay. Low latency games, including turn-based or role playing games, however, can be played.

Using HEAT.net

How to Play on HEAT.net

1) Install HEAT from this CD-ROM.

2) For FREE gameplay on HEAT.net, click on the "Play" button within the game menu or, from your Java-enabled Internet browser, go to **http://www.heat.net**. If you aren't already a HEAT member, register your account information. Note, that if you already installed the HEAT software from your Requiem CD-ROM, you will not need to download the software. (HEAT updates are automatic.)

3) Log in by entering your user name and password.

4) Choose Requiem: Avenging Angel from the list of games

5) Click the "Play Now" button on the web page to get to the Requiem lobby area.

6) From the HEAT Requiem game lobby, you may choose to create a new "room" or join an existing room. If you decide to create a room you will be the moderator, who controls the game setting options. As the moderator you can start a game at anytime by clicking the "Launch" button.

Note: for users with less than 48MB of RAM: Go to the Options Menu of the HEAT.net Katalyst, click on the General tab, and check the box labeled "Kill Browser When Game Starts".

Troubleshooting

Installation

Problem: The CD is in the CD-ROM drive, but the computer is not recognizing it.
Answers: The CD may be dirty or scratched.
Solutions:
Make sure that the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, take a lint-free non-abrasive cloth and wipe gently to clean it (always wipe from the inside of the CD to the outside edges). If the data side of the CD appears to be scratched, return the game to the store that you bought it from, and exchange it for a new copy. If you are unable to exchange the game at the store that you bought it from, please call Customer Support for information on our exchange policy.

Problem: The computer freezes during install, or you receive an error message (such as "*_ins error" or "An error has occurred during the move data process") during install.
Answers: Your computer may be using an older 16-bit CD-ROM driver; or there may not be enough space on your hard drive for temporary files to expand; or the CD-ROM drive might be having problems with how it buffers information. Or, the Autorun or DMA settings on your CD-ROM drive could be interfering with the game installation.

To check and see if your computer is using an older 16-bit CD-ROM driver:
1. Right-click on the My Computer icon and select "Properties".
2. Click on the "Performance" tab.
3. In the "Performance status" box, if the File System line says "Some drivers are using MS-DOS compatibility", you are using a 16-bit CD-ROM driver.

Solutions:
1. For 16-bit CD-ROM drivers: Contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver.
2. For 32-bit CD-ROM drivers: Close all unnecessary programs running in the background. Press the **CTRL+ALT+DEL** keys at the same time to open the Close Program window, select a program, and press the End Task button. Repeat this process until all programs except "Explorer" and "Systray" are closed. Delete all files in your C:\Windows\Temp folder, then empty the Recycle Bin.
3. Turn off read-ahead on the CD-ROM drive:
    1. Right-click on the My Computer icon and select "Properties".
    2. Click on the "Performance" tab.
    3. Click on the "File System" button.
    4. Choose the "CD-ROM" tab at the top.
    5. Change the "Optimize access pattern for" field to "No read-ahead".
    6. Click on "Apply", then "OK", and finally click "Close" (you will be prompted to restart your system).
4. Turn off Autorun and DMA settings on your CD-ROM drive:
    1. Right-click on the "My Computer" icon and choose "Properties".
    2. Click on the "Device Manager" tab.

3. Click on the "+" sign next to the CD-ROM line so that it becomes a "-" sign.
4. Click on the line that appears under the CD-ROM line so that it is highlighted, then click on the "Properties" button.
5. Click on the "Settings" tab.
6. Look for the "Auto-insert Notification" and "DMA" lines. If there is a check mark in the boxes next to either of these lines, click on the box to remove the check mark.
7. Click on the "Apply" button, then click "OK".
8. When you are asked if you want to restart your system, choose "Yes".

You can restore all of the CD-ROM settings back to normal after the game has been successfully installed.

Launching the Game

Problem: After launching the game from the Start menu or Desktop icon, you get a blank screen, a black box that surrounds the mouse cursor, blurring or choppy graphics, vertical lines on the screen, choppy sound, or no sound.
Answer: There is probably a conflict between your video or sound card and Microsoft's DirectX.
Solution:
For Windows 95 and 98 users:
1. Press the Start button on the Windows 95/98 task bar and select "Run…".
2. Type "c:\Program Files\directx\setup\dxdiag.exe", then click on the "OK" button. This will run the DirectX Diagnostics Tool.
3. Make sure all your files are DirectX 6 compatible. Select the "DirectX Files" tab make sure there are no exclamation points next to the file names. If you find exclamation points under this tab you will need to reinstall DirectX 6 by clicking on the "START" Button on the Windows task bar, then selecting "RUN". type your CD-ROM drive letter followed by ":\DirectX\dxsetup.exe", then click on the "Reinstall DirectX" button. This will reinstall DirectX 6.
4. Make sure all of your drivers are DirectX 6 compatible. Select the "DirectX Drivers" tab and make sure there are no exclamation points next to any of the file names. If you find exclamation points under this tab you will need to update your drivers by contacting the manufacturer of the hardware through their Phone Support or through their web site. 3DO has a listing of manufacturers sites available at: **http://www.3do.com/support**.
5. Test your hardware with the DirectX 6 Diagnostics tool. Run the tests that are available on the "Display", "Sound", and "Input" tabs. If one or more tests fail, this could be due to driver incompatibility. Installing the newest drivers available for your sound and video card hardware can usually resolve this.

For Windows 98 users:
1. Press the "Start" button on the Windows task bar and select "Help"
2. Select the Search tab, type "DirectX Troubleshooter" in the text box, and then press the List Topics button. Select "DirectX Troubleshooter" in the Topics window, click the "Display" Button, and then follow the instructions to troubleshoot your DirectX issue.

Problem: You try to start the game and the screen flashes briefly, and you are returned to the desktop without an error message.

Answer: There are probably miscellaneous programs running in the background that are interfering with the game and causing it to crash.

Solution:
1. Press the **CTRL**+**ALT**+**DEL** keys at the same time to open the "Close Program" window.
2. Click on a program so that it is highlighted, then click on the "End Task" button.
3. Repeat this process until only "Explorer" and "Systray" are left in the "Close Program" list, then try running the game.

Video and Sound card manufacturers regularly update their software drivers to enhance performance and stability, and to improve compatibility with DirectX. You can find links to many of these manufacturers' sites by going to the Driver Updates section of our support web site, which is located at **http://www.3do.com/support**.

You may obtain a list of Microsoft-certified video and audio drivers for your hardware by going to **http://www.microsoft.com/hwtest/hcl/**. Drivers listed here are confirmed to be compatible with Windows 95, Windows 98 and Windows NT4.0.

Microsoft updates DirectX and its components regularly, and posts them for download off of their web site at **http://www.microsoft.com/DirectX**.

Customer Support

However you choose to contact us, there are some pieces of information about your computer that we will need in order to help you properly. You can get this information by following these steps: First, right-click on the My Computer icon and choose "Properties". On this System Properties screen, you will find the following information that we will need: Computer OS type (Windows version), amount of RAM and CPU type. After you get this information, exit the System Properties screen, then double left-click on the My Computer icon. On this screen, right-click on the icon of the hard drive that the game is installed on and choose "Properties". On this screen, you will need to find out the drive's total capacity, and the amount of free space left on the drive.

Web Site
Visit www.3do.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our web site or send mail directly to the customer-support@3do.com address.

Phone
Call (650) 261-3454, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time.

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(650) 261-3227 outside the United States

World Wide Web - http://www.3do.com

Hints and Tips

Dost thou find thyself beset by demons, and without hope; saying, "Oh Lord, why hast thou forsaken me?" Perhaps thou art in need of divine intervention. Lest thou lose faith, call the 3DO hint line at 1-900-CALL-3DO (1-900-225-5336) for pre-recorded hints, tips, clues, and other omniscient information.

Calls to the hint line cost $0.99 per minute for recorded hints and tips. If you are under 18 years of age, you must get your parents' permission before calling.